

Design principles for knowledge productivity

Short self-test to get an impression of the design principles

Your name:

Below you'll find the design principles for knowledge productivity. Per principle there is one pair of statements. The statement on the left side is in line with the design principle, the statement on the right describes behaviour that is not in line with (this) the design principle. You can fill in the test by thinking of an innovative project you do in a team. The more you score a statement on the left side, the more you work with this design principle.

* This mini-test is a short version of the instrument I use in my research to help people to get acquainted with the design principles.

Design principle 1. Formulating an urgent and intriguing question

In my team I want to find out what makes the question that we're working on interesting for each of us

I try to come up with a proposal as good as possible, given the predefined limiting conditions

Design principle 2. Creating a new approach

I like to experiment with new ways of working

I usually design a feasible action plan

Design principle 3. Working from individual motive

I find it important that everybody in the team has his own contribution.

For me consensus is very important

Design principle 4. Making unusual combinations of subject matter expertise

I find it important to combine the expertise we have in our team

I find it important to work with proven concepts

Design principle 5. Working on the basis of mutual attractiveness

I choose to work with some people and not with others

I do my best to hold the team together

Design principle 6. Starting from strengths

In my team I can do exactly that what I am good at

In my team we critically examine each other's contribution

Design principle 7. Learning by creating something together

I have a clear picture of what we could do as a next step

I think that we first need to agree before we can take a next step

Design principle 8. Enticing to see new signals and to give them new meaning

I try to imagine someone else's perspective

I show others how I approached something

Design principle 9. Connecting the world inside an innovation practice to the one outside

I find it important that others become enthusiastic for the things our team does

I find it important that our team comes up with many good ideas

Design principle 10. Approach the work process primarily as a social and communicative process

If someone asks me something I am curious to learn more about the origin of that question

I make sure that we won't work with incorrect information

Design principle 11. Developing new competencies

In my project I get new ideas that I could use in a next project

I first want to finish this project before I think of another one